

# EXODUS



HEWSON

EmuMovies

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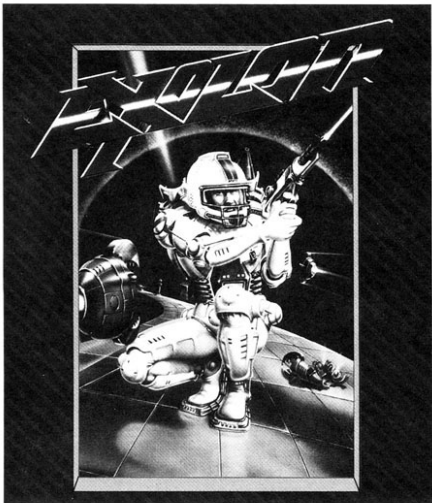
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# The Exolon Incident

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The perfect war machine. That's what the GalaTech, Inc. engineers promised. And that's what they delivered: a planetary defense mechanism that would repel any enemy, vanquish any pirate, vaporize any attacker. But what they didn't say was that perfection wasn't forever. Perfection was for three days — just long enough for GalaTech to clear out of your stellar system with the plundered wealth of five planets, but not quite long enough for your ships to catch them. Then, suddenly, the defense system woke up. It repelled, vanquished and vaporized every spaceship within range, exactly as it was designed. There was only one problem. They were your spaceships.

The next day, the Council of the System of Exolon V met in emergency session, and they weren't happy. And they had several good reasons. First, the collected mineral, technological and artistic riches of the Exolon V star system had been stolen. It had taken 19 billion people on the five planets of Exolon V 23 centuries to acquire such conspicuous prosperity — and only three days to lose. Nineteen billion angry people make an awful lot of noise.

Secondly, the massed space-going warfleet of Exolon V, from the ten-mile long deep-

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space Deathdrones to the microscopic hyperspace-tunneling Flea Mines, had been wiped away like spilled milk on the great Cosmic Kitchen Counter. Wiped out by the very defense system that was supposed to usher in a new era of peace and tranquility (according to the GalaTech, Inc. brochures, which were now fueling ten million fires in Council chambers throughout the system).

Thirdly, the defense system was now working perfectly — except for the big red button in the President's office marked "Press To Disarm" — which emitted nothing but an unpleasant raspberry when pressed. Meanwhile, the great food convoys which fed the people of Exolon V were hovering just outside the system, and any desire on the navigators' part to brave the efficient weapons of the GalaTech Defense System were tempered by the fact that Exolon V was now bankrupt. In two days, people would get hungry. In four, they'd start to starve. In six, even a 70-year-old Councilor would look tempting.

Fourth, and by far the most terrible reason for anger, was the growing realization among the Councilors that they had been royally duped. Fed a line. Ripped off. Taken for a

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long ride on the rough, rocky river of Life.

As has been mentioned, the Councilors were not happy. And they wanted a scapegoat almost as badly as they wanted things cleaned up. Their choice of the aforementioned scapegoat was — according to rumor — the first item to receive a unanimous vote since the last 32% Council pay raise.

By absolutely no coincidence whatsoever, one of their first acts in this emergency session was to summon you, General Vitorc. As you waited outside the great doors of the main chamber, you had time to reflect upon the positively embarrassing fact that, as head of Military Procurement, your signature was on the GalaTech contract. At the time, it had seemed a sure bet for a comfortable retirement after years at the top of the military ladder. Somehow things looked differently now.

The doors opened, and the Chief of Staff, Major-General Johnson, came out of the chamber.

"OK, Vitorc. They'll see you now."

"Thanks, Major-General. How are they?"  
You knew you could count on an honest answer from Johnson. You'd worked with him on the GalaTech project — he was responsible for the GalaTech engineers' refreshment

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facilities.

"Not happy," he replied. "And it's *Private* Johnson, sir."

Things were not looking good.

What followed is, mercifully, still protected by the strict code of Exolon Military Intelligence (which would later be referred to as one of the great oxymorons of all time). Suffice it to say that, as the individual in charge of the whole defense project, you had two options. The first was to infiltrate, disrupt and ultimately disconnect the most complex, intelligent and deadly weapons system ever seen in the Galaxy. The second option was — well, according to recent research by the Exolon Institute of Subatomic Physics it was theoretically impossible to divide an Army general among 19 billion rabid citizens using only a blunt razor blade and a box of tissues. But they really wanted to test this one on a volunteer.

Not long after this top secret briefing, you found yourself in the offices of Professor Wix Becker, the top weaponry expert on the five Exolon planets. "Well Sewer-Cleaner Second Class Vitorc," (ah, yes, there had been that — strange how that had slipped your mind) "are you sure you want to go through with this?"

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You eyed the box of tissues on the table, and asked him to continue.

"We managed to get some notes together on the GalaTech system and we think we may have found a few weaknesses. Although you'll be facing a number of interesting anti-personnel devices, we have discovered that there are certain facilities within the system which, we assume, were there for use by GalaTech engineers to debug the system.

"We're sending you in there. You'll be armed with this." He pushed a piece of paper at you.

The paper had drawn on it a diagram of what looked like a light spacesuit with a back-mounted pod of some sort. Lettering beneath the drawing identified it as the HyperDroid body armor and weapons pack.

"The HyperDroid is a computer-controlled suit with a blaster pointing forwards, and a grenade launcher strapped to the back. Only two weapons, but if used right, they just may be all you need.

"Inside the defense system we believe there are a few stores of additional blaster charges and grenades. We've modified the HyperDroid armor to accommodate the GalaTech weaponry. You'll recognize them by the flashing light on top of the case.

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"But that's not the best news," he said. "Also inside the defense system is a hyper-alloy exoskeleton that, when worn, doubles the wearer's firepower. There are a few of them in there, scattered around. They also make you immune to almost everything. Almost everything. When you wear it, you'll have the greatest technological achievement of any century protecting you. You will not only be saving Exolon, you will *be* Exolon. But because the suits are powered by hydraulics, they're heavy. You can't move fast in one, and your mobility will suffer.

"Inside the defense system you'll face rocket launchers guided by a central brain, heavily-armored mobile grenade launchers, missiles, mines, hammers, and probably more. The HyperDroid suit will absorb a certain amount of punishment, but nothing too excessive. With a little luck and a lot of skill, you might make it back alive.

"But I wouldn't come back at all," Professor Becker added, his eyes narrowing, "unless you've completed the job."

You left knowing only one thing for sure. You wouldn't end the day as Sewer-Cleaner, Second Class.

# Combat Briefing

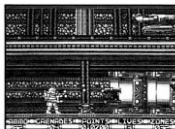
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*All action in EXOLON is controlled via the joystick or keyboard. Refer to the technical supplement packaged with the game for loading instructions and specific details for playing the game on your computer.*

In EXOLON you will have use of three types **Weapons** of weapons. These are explained below.

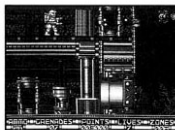
## **Blaster**

Your primary weapon is a small hand blaster which destroys virtually all organic enemy life forms. The blaster can penetrate thin armor after several direct hits, but is useless against gun emplacements, etc. To use the blaster, merely press the fire button rapidly. The blaster always fires in the direction you are travelling.



## **Grenades**

In general, when your blaster is not effective, use a grenade. Powerful enough to destroy heavily armored battle machinery, grenades can also penetrate thick walls and rock faces, thus providing alternative routes through the battle zone. The grenade is launched by pressing the fire button



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and holding it for more than a half second. The grenade will sail over your head and in the direction you are travelling.

### **Hyper-alloy Exoskeleton**



Occasionally your character will come across a hyper-alloy exoskeleton, a hydraulically-powered device which enables you to wade effortlessly through enemy hordes. It will protect you from all but the most powerful enemy guns and projectiles. To put on the exoskeleton, simply step into the cubicle in which it is housed and

press up with the controller. The exoskeleton gives you double firepower and enables you to walk over some of the traps in your way, such as land mines.

# Other Game Play Features

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During the course of your mission you will encounter a number of strange enemies and obstacles. Those for which there is specific data are detailed below.

## Enemies and Obstacles

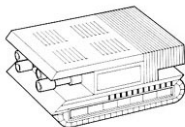
### Neuro-Psychotic Rocket Launcher

Homing missiles from the Neuro-Psychotic Rocket Launcher are always intended for you. To defeat this enemy, aim your fire at the brain on top (see illustration), which controls the homing missiles.



### Cybernoid Systems, Inc. Mobile Armored Grenade Launcher

The Mobile Armoured Grenade Launcher is capable of firing from two cannons simultaneously. Use the exoskeleton to defeat it.



### Genetic Matter Transporter

Use the Genetic Matter Transporter to “beam” yourself around the complex. To activate, step inside the transporter and press up on the controller. Remember that you are vulnerable to enemy fire until dematerialization begins, and once again after you have materialized in your new location. The Genetic Matter



Transporter can be used as an effective defense, however. By dematerializing at the right time, you can avoid enemy fire which normally would have harmed you.

### **Scoring** Scoring in EXOLON is as follows:

Destroying obstacles with grenades	150 pts.
Large aliens	150 pts.
Small pod aliens	50 pts.
Missile shells	50 pts.
Walking into a double launcher	2000 pts.
Walking into a combined launcher	3000 pts.
Destroying missile guidance module	1000 pts.

At the end of each level (every 25 screens), points are awarded as follows:

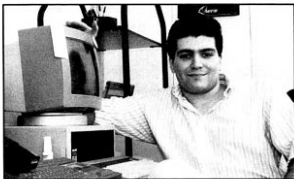
Number of lives remaining multiplied by 1000.  
If not wearing exoskeleton at the time, 10,000 bonus points are awarded.

An **extra life** is given at the end of each level, unless the maximum nine lives are still available.

# The Game Designer

RAFFAELE NICHOLAS CECCO, 21, was born in London of Italian and Greek descent.

He began programming as a hobby on a Sinclair ZX81 at the age of 14. After leaving school, Raffaele was snapped up by the now-defunct Micro Gen, where he stayed for a year before joining Hewson. Since that time, Raffaele has become well known for his distinctive programming style and magazine articles.



Raffaele's renowned repertoire of hit games includes EQUINOX, COP-OUT, SOLOMON'S KEY, CYBERNOID, CYBERNOID II, and EXOLON. He has also recently completed work on STORMLORD, which features the smoothest and fastest parallax scrolling ever seen on a Spectrum. Raffaele plans now to begin work on programming for the 16-bit market. His next masterpiece is slated for the Atari ST.

Raffaele's hobbies include photography, fast cars and movies.

# Hewson Consultants

Andrew Hewson remembers his start in the computer software industry very well. "It was late at night sometime in 1980, and I was up reading a computer magazine in my bedroom. I was fascinated by computers, and I made up my mind that night to buy one. But I also decided that if I was going to pay good money for it, then I was also going to earn money from it as well."

The first computer Andrew Hewson bought was a Sinclair ZX80, a popular model in England. "I'd worked with computers in one form or another since I graduated from the University, but the ZX80 gave me access to the total machine. And true, it was just a slab of plastic with a unwieldy keyboard, pitifully-small onboard RAM and negligible operating system. But the most important thing was that it was mine — and I knew that I could stretch the limits of that machine."

Hewson's first contributions to the computer industry were a series of books on programming for the Sinclair and the ZX Spectrum, another popular model. His last book was named Computer Book of the Year by the Computer Trade Association in 1983. While writing these three books, Hewson was



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extending his contacts with programmers up and down England, and the fruits of his labors appeared in early 1983 with the release of PILOT for the Sinclair ZX81 and NIGHTFLITE for the ZX Spectrum — both written by Mike Male, a private pilot and air traffic controller at London's Heathrow Airport. By the end of 1983 Hewson had released HEATHROW AIR TRAFFIC CONTROL, also written by Male, which would establish the fledgling company as a long-term player in the software industry. The company first turned to fast-action arcade games with the release of a trilogy of games written by programmer Steve Turner: SPACE WARS, SEIDDAB ATTACK and LUNATTACK. Andrew Braybrook, a compatriot of Turner's, then produced three games of his own. But it was the release of Braybrook's PARADROID that brought Hewson Consultants widespread acclaim, and the company followed that up with the release of URIDIUM, a blockbuster hit that is still talked of today as one of the great arcade games of all time.

It was URIDIUM which helped the company to become known as "King of the Shoot-em-ups," a title which Hewson did nothing to deny. The company kept producing high-

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quality arcade games, all written by talented programmers eager to explore new horizons. Among Hewson's later games were EXOLON, ELIMINATOR and NETHERWORLD.

In early 1989, Hewson Consultants announced a new licensing agreement with MicroProse Software — a leading entertainment software developer in the United States — to bring some of the Hewson games to America as part of MicroProse's Medalist International division. Medalist International was formed to provide game players with a wide variety of quality software options from a diverse group of game developers and designers. ELIMINATOR, NETHERWORLD and EXOLON were designated as the first Hewson games to receive an American audience under the Medalist label.

### **CREDITS**

**Game Design:** Raffaele Cecco

**Atari ST Conversion:** Martin Bysh

**Atari ST graphics:** Gary P. Felix

**Music/sound:** J. Dave Rogers

**Packaging:** Sandra Cousins

**Manual:** Gary T. Almes, Sandra Cousins  
and Rupert Goodwins

ANDREW HEWSON, Managing Director of Hewson Consultants, first became interested in computers when he was in school in the mid-1960s, when all data was inputted and received via punch cards. After graduating from the University of Sussex in 1972 with a Bachelor's degree in Chemical Physics, and then from the University of London in 1976 with a Master's degree in Mathematical Statistics, Andrew joined the Scientific Civil Service, where he learned more about computing on a number of



mainframe and mini computers. Andrew worked for the Radiocarbon Dating Laboratory of the British Museum in London from 1972-1979, where he worked on dating many famous archaeological sites — including Knossos, Crete; Jericho, Israel; and Stonehenge in the United Kingdom. He launched Hewson Consultants in 1980 while working full-time at the Institute of Hydrology in Oxfordshire as a member of the Flood Studies Team. In 1983, Andrew became the full-time Managing Director of Hewson Consultants. In his free time, Andrew enjoys fine French wines, horticulture and retail studies. He is in his late thirties, and is married with two children.



SANDRA COUSINS, General Manager of Hewson Consultants, joined the company in 1987. Her varied background includes three years in the newspaper industry, where she was a member of the advertising, editorial, art and photography departments. Before this, Sandra was a student dance teacher and personal coach to the British and National Canadian Canoeing Champion. In her spare time, Sandra enjoys writing, and is currently writing and illustrating a book on extracts from English

Literature. She also enjoys reading, art and photography. Sandra has two children, age 18 and 15.



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